

TOWER DEFENSE

DEFENSE

PROJECT INTRODUCTION REVIEW

MAIN TECHNIC

PLAYING METHOD

REMARKS & GAIN

PROJECT INTRODUCTION

TOWER DEFENSE is a 3D strategic games.

TARGET AUDIENCE

Our target people are gamers who want to Challenge.

TEAM MEMBER & MAIN DIVISION

ZHANG YINGHONG: Tower Building Function

JIANG XINGKUN: Tower Attack Function

CHEN XINGCHEN: Enemy Move Function

ZUO RONGLIN: Map & Model

MAIN TECHNIC

Game Engine: Unity 3D (2019.2.14f1)

Code IDE: Visual Studio 2019

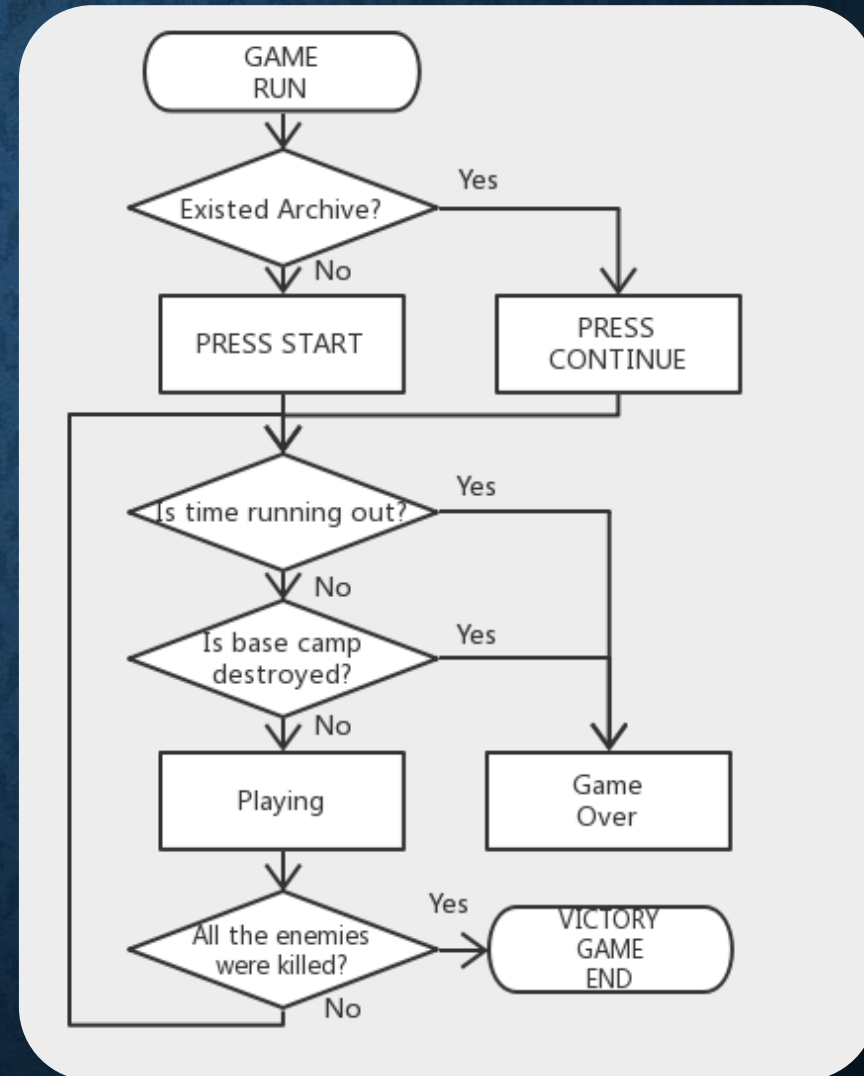
Main Language: C#

PLAYING METHOD

Our game consists of 8 levels, each with a different map.

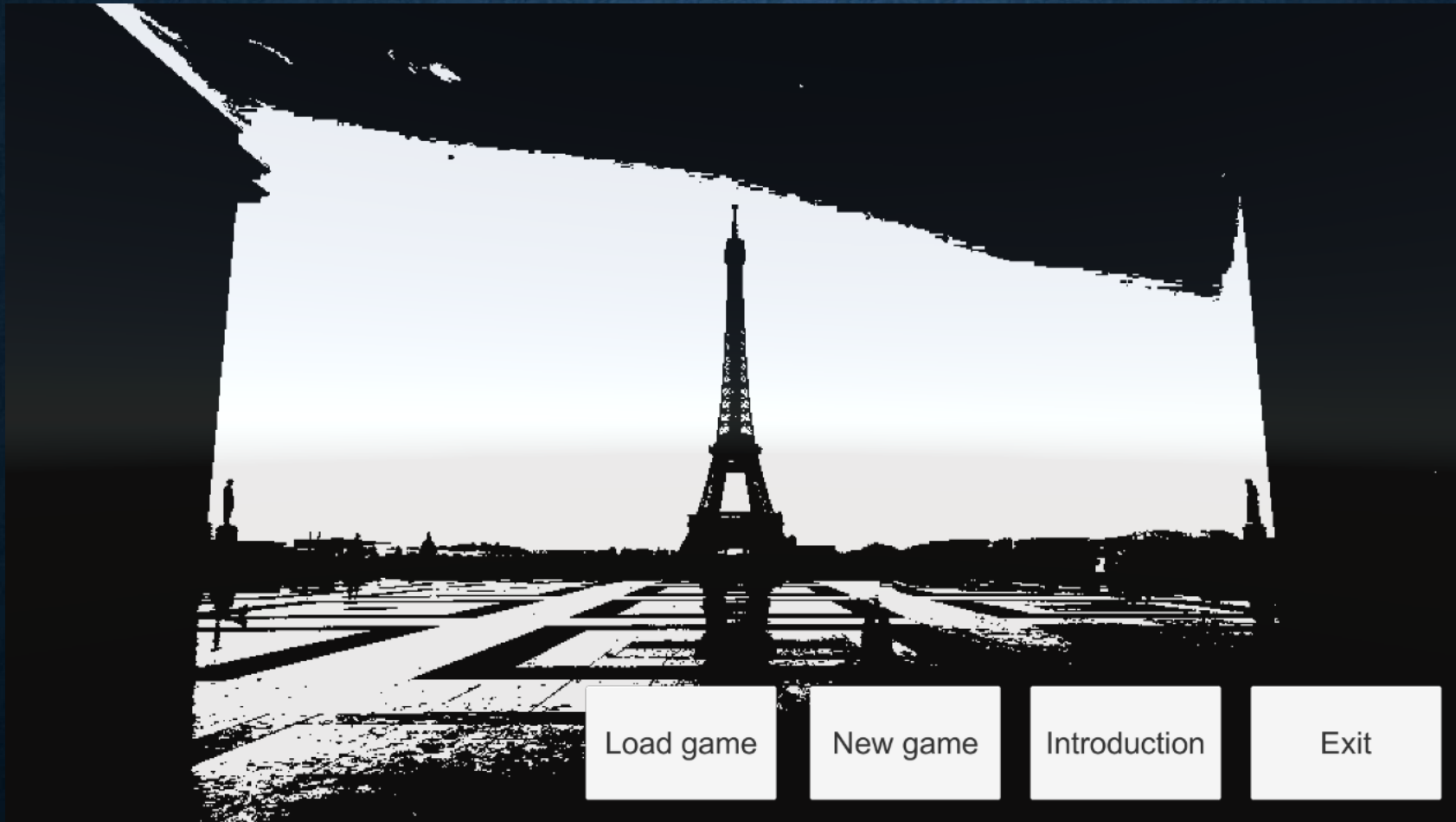
The player can build defense towers in the designated area to protect the base camp.

At the end of the countdown if the base camp is not invaded by the enemies the player will win the level.



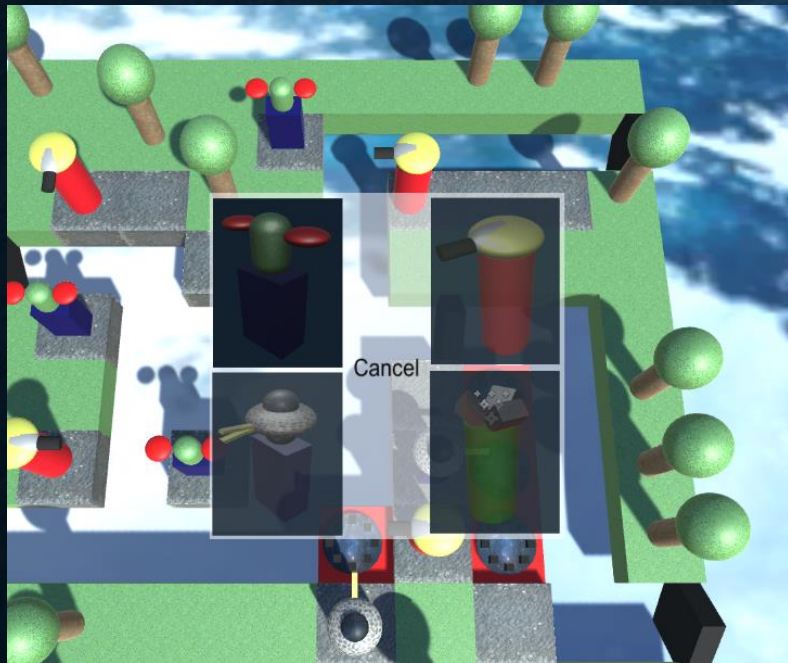
Program flow chart

PLAYING METHOD

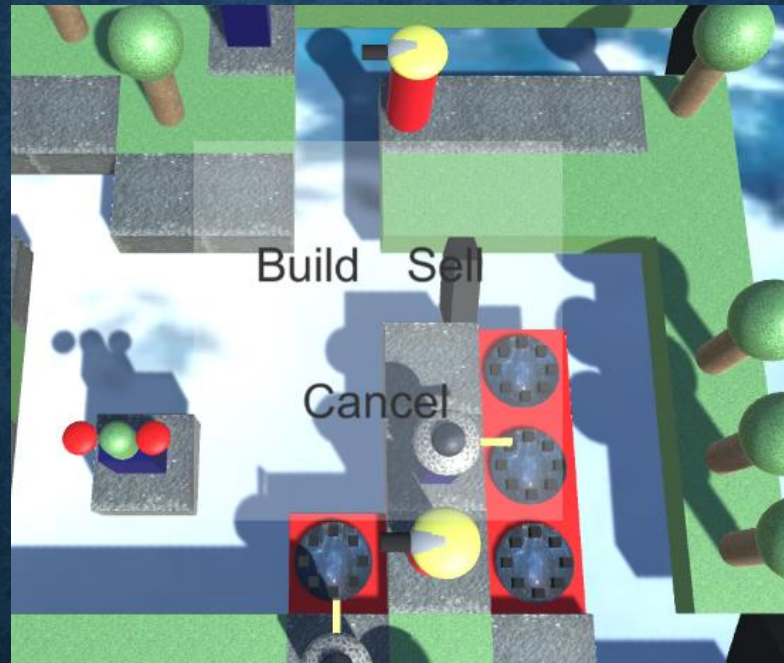


Main Menu

PLAYING METHOD



Choose Tower 1st panel

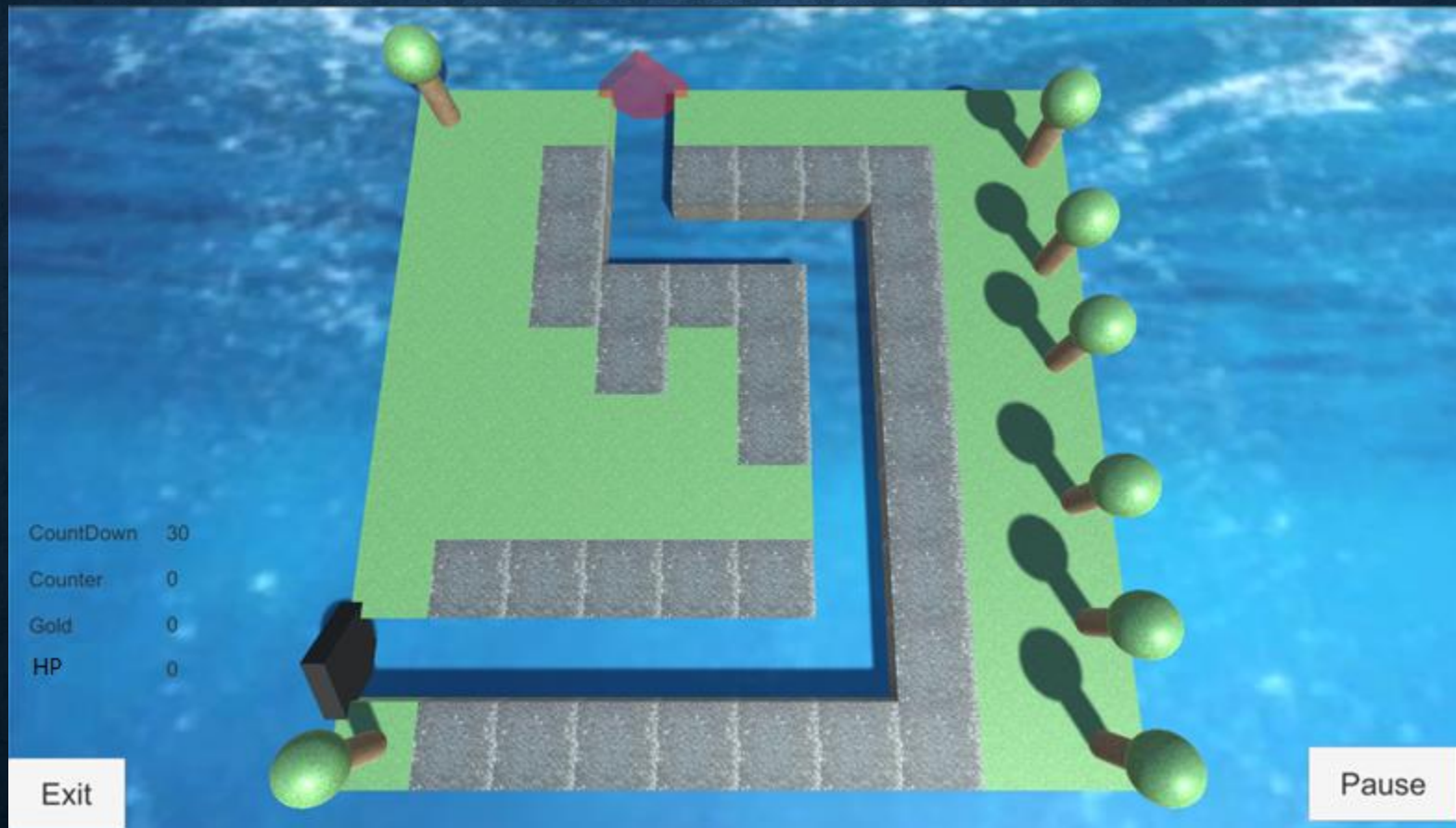


Choose Tower 2nd panel



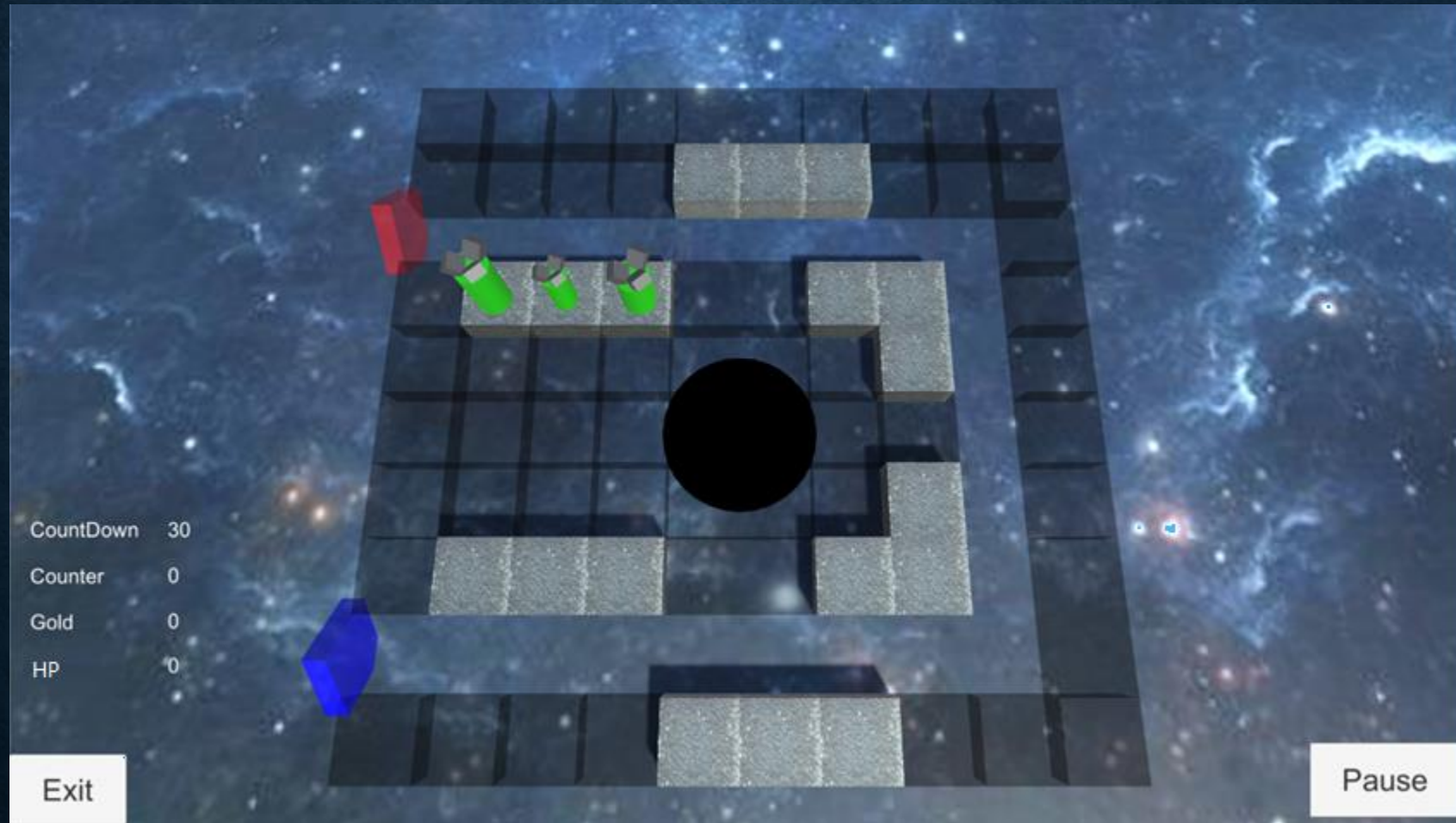
Sell & Upgrade panel

PLAYING METHOD



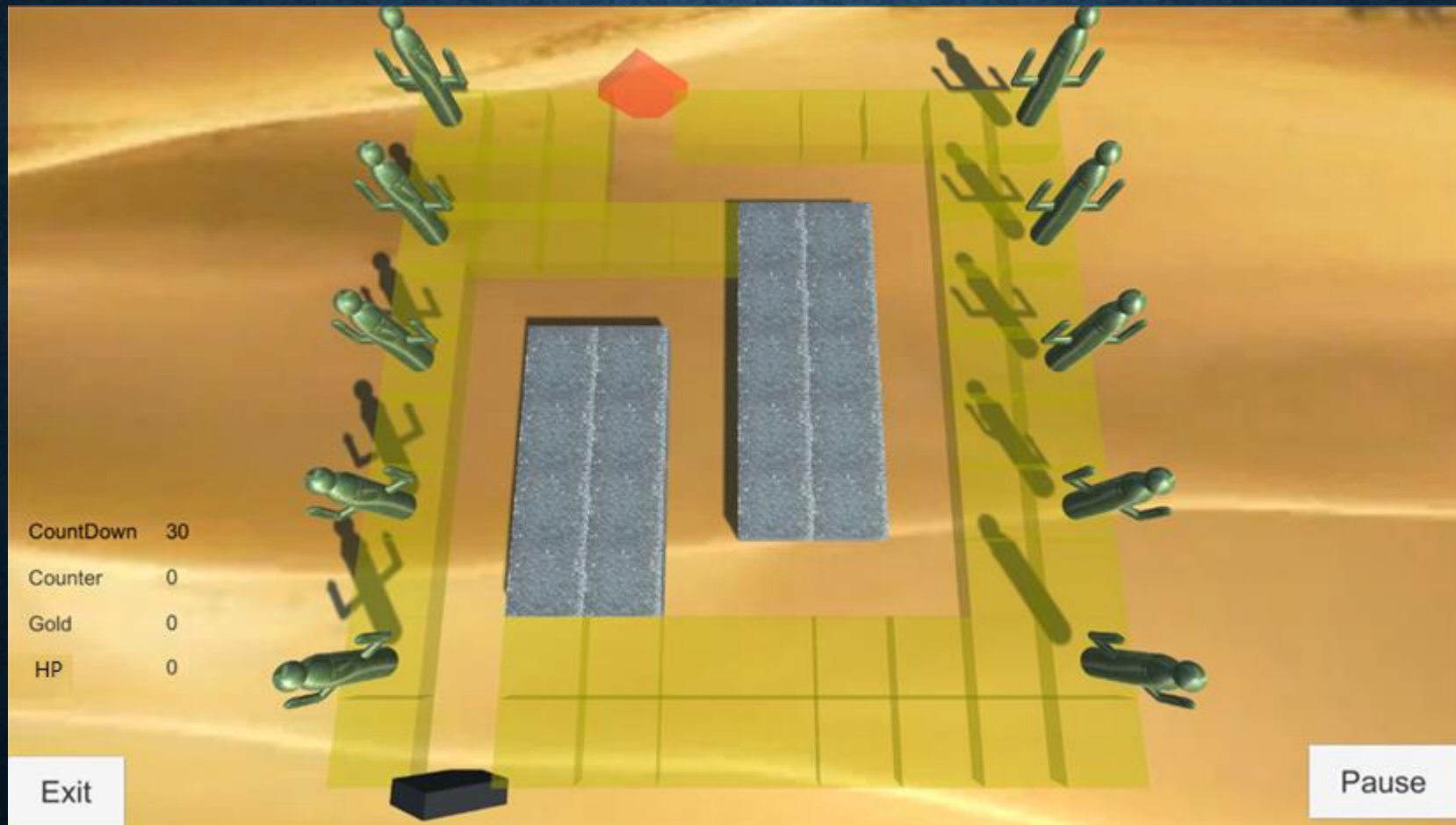
Map 1

PLAYING METHOD



Map 2

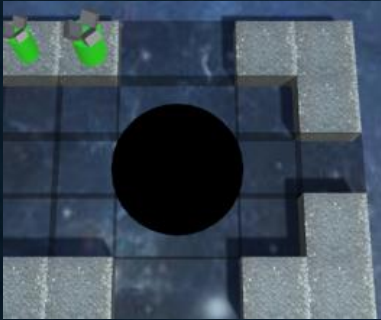
PLAYING METHOD



Map 3

PLAYING METHOD

The game also includes several different types of **monsters** and **trap obstacles**.



Left: Black Hole



Left: Obstacle



Above: Cute Monster

REMARKS & GAIN

REMARKS:

The **development environment** must be **uniform**.

GAIN:

Teamwork is very **important**.

REMARKS & GAIN

U can **download** and **play** our
game $O(n_n)O$

Please look forward to the
bonus scene version. ↓ ↓ ↓ ↓ ↓

<https://github.com/macrozhang/Tower-Defence>

**THANK
YOU**

By Zhang